

## SUPPLEMENTAL AMENDMENT &amp; RESPONSE UNDER 37 C.F.R. § 1.116 - EXPEDITED PROCEDURE

Serial Number: 09/210,055

Filing Date: December 11, 1998

Title: METHOD AND APPARATUS FOR CONTROLLING IMAGE TRANSPARENCY

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IN THE CLAIMS

Please amend the claims as shown in the following detailed claim listing. The detailed claim listing is intended to reflect the amendment of claims 32 and 34 to correct informalities according to the Examiner's recommendations, incorporating intervening limitations from rejected base claims, and not for reasons related to patentability. The detailed claim listing is also intended to reflect the cancellation of claims 21, 23, 25, 27, 29-31, 33, 35, and 36 without prejudice or disclaimer, as well as amendment of claims 22, 24, 26, 28, 32, 34 and 37. The specific amendments to individual claims are detailed in the following marked up set of claims.

Claims 1-19. (Canceled)

20. (Original) A method comprising:
- selecting a mode, the mode is FRONT\_ONLY, BOTH\_SIDES, or BACK\_ONLY;
  - determining a viewing angle;
  - determining an object angle;
  - calculating a theta, theta equals the viewing angle minus the object angle plus pi;
  - assigning a function of theta to alpha, if the mode is FRONT\_ONLY or BOTH\_SIDES;
  - assigning a function of theta minus pi to alpha, if the mode is BACK\_ONLY;
  - comparing alpha to zero;
  - assigning zero to alpha, if the mode is FRONT\_ONLY and alpha is less than zero;
  - assigning zero to alpha, if the mode is BACK\_ONLY, and alpha less than zero;
  - assigning minus alpha to alpha, if the mode is BOTH\_SIDES, and alpha is less than zero;
- and
- assigning a transparency factor to alpha.

21. (Canceled)

22. (Currently Amended) ~~The method of claim 21~~ A method comprising:

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identifying a vector normal to a viewing surface and incident at an object having an object surface, the vector creating an angle of incidence at the object surface; and  
modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the object surface, wherein the function comprises a cosine function.

23. (Canceled)

24. (Currently Amended) ~~The method of claim 21~~ A method comprising:  
identifying a vector normal to a viewing surface and incident at an object having an object surface, the vector creating an angle of incidence at the object surface; and  
modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the object surface, wherein the function comprises a non-linear function.

25. (Canceled)

26. (Currently Amended) ~~The method of claim 25~~ A method for generating a transparency factor for an image of an object, the method comprising:  
selecting a viewing surface;  
selecting a vector normal to the viewing surface;  
determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and  
calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises: calculating a cosine of the angle of incidence.

27. (Canceled)

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28. (Currently Amended) ~~The method of claim 25~~ A method for generating a transparency factor for an image of an object, the method comprising:  
selecting a viewing surface;  
selecting a vector normal to the viewing surface;  
determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and  
calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises: calculating a non-linear function of the angle of incidence.

Claims 29-31. (Canceled)

32. (Currently Amended) ~~The computer of claim 31~~ A computer comprising:  
a processor;  
a computer-readable medium comprising a storage device comprising a memory; and  
a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface, wherein the function comprises a cosine function.

33. (Canceled)

34. (Currently Amended) ~~The computer of claim 31~~ A computer comprising:  
a processor;  
a computer-readable medium comprising a storage device comprising a memory; and  
a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface,

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wherein the function comprises a non-linear function.

Claims 35-36. (Canceled)

37. (Currently Amended) ~~The computer-readable medium of claim 35, wherein the method further comprises: A computer readable medium having computer-executable instructions stored thereon for performing a method, the method comprising:~~  
modulating a transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface; and  
modulating the transparency non-linearly.